Chicken Copyright © 1982 by **Synapse Software**
Atari is a registered trademark of Atari, Inc.

LOADING CHICKEN

FOR CASSETTE:

Make sure you have at least 16K of memory, and have removed the BASIC cartridge from the left hand slot.

Insert the game cassette with SIDE A facing up. (This is the side with the label on it). Press the play button down on the cassette recorder. Press the [START] key on your computer as you turn on the power switch. After you hear the "beep" press [RETURN].

CHICKEN will take approximately 2 minutes to load.

If you should have any difficulty loading the program from SIDE A, simply flip the cassette over, making sure to rewind it, and load the program from SIDE B.

FOR DISKS:

Make sure that you have at least 16K of memory and that the BASIC cartridge has been removed. Insert the CHICKEN disk and simply boot it up.

OBJECT OF THE GAME

The object of the game is to catch all of the doggone eggs that the fox is throwing at you. The game gets faster, the "egg sifter" descends and the number of eggs dropped increases by five, with each round. You have three chickens at the start of the game. Play continues till all three of your chickens are booted off the screen. If you think this is a cinch, just try it!

HOW TO PLAY

After booting up the game disk/cassette you will see the CHICKEN logo, and the playscreen with scores for up to 4 players. The chicken theme song will then begin, and after several repititions the game will go into a demo mode. You may interrupt the music or the demo mode at any time to begin play, by pressing [START].

You may use either paddles (recommended) or joysticks to control the movement of the chicken. (Paddles are faster and offer finer control than joysticks.)

Plug in your joystick or paddle into PaddlePort 1 (extreme left) and while holding down the trigger, press [START]. This will activate the appropriate controllers and you will see your chicken jump.

PLAYER OPTIONS

One to four players may play CHICKEN by alternating turns. You may choose the number of players by pressing the [SELECT] key until the desired number of players appears on the screen.

GAME OPTIONS:

There are 16 levels at which you may start play. As you improve, you may wish to select a higher starting level. You can do so by pressing the [OPTION] key. Each time you press [OPTION] the level indicator (in the upper right hand corner) will display the level chosen. As the levels become more difficult, the "egg sifter" will descend. The speed and the maximum number of eggs on the screen at one time will also increase.

The total of eggs caught during the current round and number of remaining chickens is displayed on the top of the screen. You automatically get an extra chicken at 20,000 points.

If you catch all of the eggs in any given round you will recieve bonus points.

HINTS:

As you will soon see, if you miss an egg you still keep playing.

Upon hitting the ground the egg turns into a little chick that proceeds to move around the bottom of the screen. The trick is to coordinate pressing the fire button on the joystick/paddle to jump the chicken over the freshly hatched chick, while trying to catch the remaining eggs. Good luck!

WARRANTY

SYNAPSE SOFTWARE warrants to the original consumer/purchaser that this SYNAPSE SOFTWARE program cassette (not including the computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect is discovered during this 90 day warranty period, and you have timely validated this warranty, SYNAPSE SOFTWARE will repair or replace the cassette at SYNAPSE SOFTWARE'S option, provided the cassette and proof of purchase is delivered or mailed, postage prepaid, to SYNAPSE SOFTWARE.

This warranty shall not apply if the cassette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the Cassette to be serviced or modified by anyone other than SYNAPSE SOFTWARE. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

NOTICE

All SYNAPSE SOFTWARE computer programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the programs prove defective following their purchase, the purchaser and not the manufacturer, distributor, or retailer assumes the entire cost of all necessary servicing or repair.

SYNAPSE SOFTWARE shall have no liability or responsibility to a purchaser, customer, or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer programs sold through SYNAPSE SOFTWARE. This includes but is not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer programs.

The provisions of the foregoing warranty are subject to the laws of the state in which the Cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the Cassette.

DODGE-RACER Copyright © 1981 by SYNAPSE SOFTWARE
ATARI is a registered trademark of Atari, Inc.

REQUIREMENTS:
Atari 800 or 400 computer
16K memory
Joysticks or paddles
410 cassette recorder or 810 disk drive

There's trouble in the barnyard. Ma Hen and a pesky old fox battle it out, as you try to save the local chicken population. Seems that the fox has found Ma Hen's eggs, and she is trying to save them from his deadly clutches. The action gets faster and faster as eggs turn into chicks, feathers fly, chickens squawk, and all bedlam breaks loose. You've really got to scramble to outrun this crazy fox.

CHICKEN[T.M.] is a machine-language, arcade game that will challenge and entertain even the most experienced arcade player. It utilizes the unique graphics and sound capabilities of the Atari computer to provide the most exciting action available for your Atari.

Check at your local computer dealer for other Synapse Software products.

synapse
SOFTWARE
(415) 527–7751

Chicken Copyright © 1982 by **Synapse Software**
Atari is a registered trademark of Atari, Inc.